

In the Claims:

1. (original) A method of awarding a prize in a gaming system comprising at least one gaming machine, characterized in that the probability of each gaming machine winning the prize is dependent upon at least some of the amount wagered on that gaming machine during an elapsed period.
2. (original) A method as claimed in Claim 1 wherein the probability is related to the total wagered amount recorded during the elapsed period.
3. (original) A method as claimed in Claim 1 wherein the probability is related to the maximum amount wagered on a game during the elapsed period.
4. (original) A method as claimed in Claim 1, wherein the elapsed period is a rolling or sliding period of time.
5. (original) A method as claimed in Claim 1, including the step of conducting a series of prize draws and, prior to each prize draw, calculating the probability of each gaming machine winning that draw.
6. (original) A method as claimed in Claim 5, wherein the elapsed period is a predetermined period preceding each draw, further comprising the steps of recording amounts wagered on each gaming machine and calculating the probability of each gaming machine winning that draw from amount(s) recorded during the predetermined period.
7. (original) A method as claimed in Claim 6, wherein the draws are conducted at periodic intervals of time, the period between draws being no greater than the predetermined period.

8. (original) A method as claimed in Claim 7, wherein the winning probability for each gaming machine is calculated from the estimated amount wagered on that gaming machine during the period since the last draw, the estimated amount being calculated on a *pro rata* basis from the recorded amount of wagers during the predetermined period.

9. (original) A method as claimed in Claim 5, further comprising the step of awarding to a draw winning gaming machine a further game to determine the actual prize won.

10. (original) A method as claimed in Claim 9, wherein the time allowed for playing the further game is limited to a predetermined period.

11. (original) A method as claimed in Claim 9, wherein the prize is a jackpot or one of a plurality of jackpots, the method further comprising the step of suspending the jackpot(s) until the determination of the further game.

12. (original) A method as claimed in Claim 1, where in the prize is a jackpot pool.

13. (original) A method as claimed in Claim 12, wherein the jackpot pool comprises an initial amount and a proportion of the amount wagered on the gaming machine(s) since the jackpot pool was reset.

14. (original) A method as claimed in Claim 1 further comprising the step of displaying a graphical representation of the probability of the gaming machine(s) winning the prize.

15. (original) A method as claimed in Claim 14 wherein the gaming system includes a plurality of gaming machines, and the probabilities are displayed in relative format.

16. (original) A method as claimed in Claim 1, wherein each gaming machine is an electronic gaming device.

17. (original) A gaming system comprising

at least one gaming machine;
control means connected to the gaming machine(s), the control means being adapted to conduct a series of prize draws in each of which each gaming machine has an opportunity to win a prize on a non-deterministic basis; and
means for determining the winning probability of each gaming machine in each prize draw,

characterized in that the probability of each gaming machine winning a prize draw is dependent on at least some of the amount wagered on that gaming machine during an elapsed period.

18. (original) A gaming system as claimed in Claim 17 wherein the probability of a gaming machine winning a prize draw is related to the total wagered amount recorded during the elapsed period on that gaming machine.

19. (original) A gaming system as claimed in Claim 17, wherein the elapsed period is a rolling or sliding predetermined period of time prior to each prize draw.

20. (original) A gaming system as claimed in Claim 19, wherein the control means includes means for recording during the predetermined period amounts wagered on each gaming machine.

21. (original) A gaming system as claimed in Claim 17, wherein the control means includes a jackpot controller, and the prize is a progressive linked jackpot.

22. (original) A gaming system as claimed Claim 17, wherein each gaming machine is an electronic gaming device.

23. (original) A gaming system as claimed in Claim 17, having display means to display a

graphical representation of the probability of each gaming machine winning the prize draw.

24. (original) A gaming machine having

means for effecting a prize draw to award a prize on a non-deterministic basis, and

means for determining the probability of the gaming machine winning the prize,

characterized in that the probability of the gaming machine winning the prize is dependent on at least some of the amount wagered on the gaming machine during an elapsed period.

25. (original) A gaming machine as claimed in Claim 24, wherein the probability is related to the total wagered amount recorded during the elapsed period.

26. (original) A gaming machine as claimed in Claim 24, wherein the elapsed period is a sliding or rolling predetermined period prior to the prize draw.

27. (original) A gaming machine as claimed in Claim 26, further comprising means for recording during the predetermined period amounts wagered on the gaming machine.

28. (original) A gaming machine as claimed in Claim 24, having display means to present a graphical representation of the probability of winning the prize draw.

29. (new) A gaming system comprising:

at least one gaming machine; and

control means connected to said gaming machine(s), said control means being programmed to conduct a series of prize draws in each of which at least one gaming machine has an opportunity to win a prize wherein the probability of each gaming machine winning the prize is dependent upon at least some of the amount wagered on that gaming machine during an elapsed period.

30. (new) A gaming system as claimed in claim 29, wherein the probability of each gaming machine winning the prize is related to the total wagered amount recorded during the elapsed period.

31. (new) A gaming system as claimed in claim 29, wherein the probability is related to the maximum amount determined to have been wagered on a game during the elapsed period.

32. (new) A gaming system as claimed in claim 29, wherein the elapsed period is a rolling or sliding period of time.

33. (new) A gaming system as claimed in claim 29, wherein the control means is programmed to calculate the probability of each gaming machine winning the next draw for each prize draw.

34. (new) A gaming system as claimed in claim 33, wherein the elapsed period is a predetermined period preceding each draw and the control means is programmed to record the amounts wagered on each gaming machine and calculate the probability of each gaming machine winning that draw from the amount(s) recorded during the predetermined period.

35. (new) A gaming system as claimed in claim 34, wherein the control means is programmed to conduct draws at periodic intervals of time and the period between draws is no greater than the predetermined period.

36. (new) A gaming system as claimed in claim 35, wherein the control means is programmed to calculate the winning probability for each gaming machine from the estimated amount wagered on that gaming machine during the period since the last draw and to calculate the estimated amount on a pro rata basis from the recorded amount of wagers during the predetermined period.

37. (new) A gaming system as claimed in claim 33, wherein the control means is programmed to award a further game to a draw winning gaming machine for determining the actual prize won.

38. (new) A gaming system as claimed in claim 37, wherein the control means is programmed to limit the time allowed for playing the further game to a predetermined period.

39. (new) A gaming system as claimed in claim 37, wherein the prize is a jackpot or one of a plurality of jackpots and the control means is programmed to suspend award of the jackpot(s) until the determination of the further game.

40. (new) A gaming system as claimed in claim 29, wherein the prize is a jackpot pool.

41. (new) A gaming system as claimed in claim 40, wherein the jackpot pool comprises an initial amount and a proportion of the amount wagered on the gaming machine(s) since the jackpot pool was reset.

42. (new) A gaming system as claimed in claim 39, wherein the control means is programmed to display a graphical representation of the probability of the gaming machine(s) winning the prize.

43. (new) A gaming system as claimed in claim 42 wherein the gaming system includes a plurality of gaming machines and the probabilities are displayed in relative format.

44. (new) A gaming system according to claim 29, wherein the control means is programmed to award the prize on a non-deterministic basis.

45. (new) A method of awarding a prize in a prize draw conducted by a gaming system comprising at least one gaming machine, the method including determining the amount wagered on at least one gaming machine during a selected elapsed period preceding the draw,

wherein the probability of each gaming machine winning the prize is dependent upon at least some of the amount determined to have been wagered on that gaming machine during said elapsed period.

46. (new) A method as claimed in Claim 45 wherein the probability is related to the total amount determined to have been wagered during the elapsed period.

47. (new) A method as claimed in Claim 45 wherein the probability is related to the maximum amount determined to have been wagered on a game during the elapsed period.

48. (new) A method as claimed in Claim 45, wherein the elapsed period is a rolling or sliding period of time.

49. (new) A method as claimed in Claim 45, including the step of conducting a series of prize draws and, prior to each prize draw, calculating the probability of each gaming machine winning that draw.

50. (new) A method as claimed in Claim 49, wherein the elapsed period is a predetermined period preceding each draw, further comprising the steps of recording amounts wagered on each gaming machine and calculating the probability of each gaming machine winning that draw from amount(s) recorded during the predetermined period.

51. (new) A method as claimed in Claim 50, wherein the draws are conducted at periodic intervals of time, the period between draws being no greater than the predetermined period.

52. (new) A method as claimed in Claim 51, wherein the winning probability for each gaming machine is calculated from the estimated amount wagered on that gaming machine during the period since the last draw, the estimated amount being calculated on a *pro rata* basis from the recorded amount of wagers during the predetermined period.

53. (new) A method as claimed in Claim 49, further comprising the step of awarding to a draw winning gaming machine a further game to determine the actual prize won.

54. (new) A method as claimed in Claim 53, wherein the time allowed for playing the further game is limited to a predetermined period.

55. (new) A method as claimed in Claim 53, wherein the prize is a jackpot or one of a plurality of jackpots, the method further comprising the step of suspending the jackpot(s) until the determination of the further game.

56. (new) A method as claimed in Claim 45, wherein the prize is a jackpot pool.

57. (new) A method as claimed in Claim 56, wherein the jackpot pool comprises an initial amount and a proportion of the amount wagered on the gaming machine(s) since the jackpot pool was reset.

58. (new) A method as claimed in Claim 45, further comprising the step of displaying a graphical representation of the probability of the gaming machine(s) winning the prize.

59. (new) A method as claimed in Claim 58, wherein the gaming system includes a plurality of gaming machines, and the probabilities are displayed in relative format.

60. (new) A method as claimed in Claim 45, wherein the gaming system is programmed to award the prize on a non-deterministic basis.